

of the corresponding image; and c) visualizing the object by displaying the frame substantially corresponding to the user's desired view angle.

### IN THE CLAIMS

Please amend claims as follows:

**1. (Once amended)**

A method of visualizing a desired view of an object by a user using a computer, comprising the steps of:

capturing images of the object as a sequence of images according to an image capturing sequence;

encoding the sequence of images as video having video frames, each video frame tagged with viewing angle information of the corresponding image; and

visualizing the object by displaying the frame substantially corresponding to the user's desired view angle.

**2. (Once amended)**

A method of visualizing a desired view of an object by a user using a computer, comprising the steps of:

capturing images of the object as a sequence of images according to an image capturing sequence;

encoding the sequence of images as video having video frames, each video frame tagged with viewing angle information of the corresponding image; and

visualizing the object by displaying the frame substantially corresponding to the user's desired view angle,

wherein the step of capturing is performed by taking samples of the taking

samples of the images of the object from a viewing angle of an azimuth angle  $\theta$  and an elevation angle  $\phi$  in the spherical coordinates..

**7. (Once Amended)**

The method of claim 2, wherein the video is streamed so that the visualization can start as soon as one or more frames have been received.

**8. (Once Amended)**

The method of claim 2, wherein the step of encoding includes the step of compressing the video.

**13. (Once Amended)**

The method of claim 1, wherein the step of visualization includes the step of pre-decoding the video for real-time display.

**14. (Once Amended)**

The method of claim 2, wherein the step of visualization includes the step of pre-decoding the video for real-time display.

**15. (Once Amended)**

The method of claim 2, wherein the step of visualizing the object includes the step of streaming the most important frames first.

**16. (Once Amended)**

The method of claim 2, further including the step of editing the captured images before encoding.

**17. (Once Amended)**

The method of claim 2, further comprising the step of manipulating the viewing angle of the object while visualizing the object.

**22. (Once Amended)**

The method of claim 2, further comprising the step of storing the image sequence in a database.

**29. (Once Amended)**

The method of claim 2, wherein the step of visualization includes the step of downloading a separate multimedia stream.

**30. (Once Amended)**

The method of claim 29, wherein the separate multimedia stream includes zoom data requested by the user.

**31. (Once Amended)**

The method of claim 29, wherein the separate multimedia stream includes other related data requested by the user.

**36. (Once Amended)**

A system of visualizing a desired view of an object by a user using a computer, comprising the steps of:

an image capture device for capturing images of the object as a sequence of images;

an encoder for encoding the sequence of images as video having video frames, each video frame tagged with viewing angle information of the corresponding image; and

a visualizer for visualizing the object in 3-D by displaying the frame substantially corresponding to the user's desired view angle.

**38. (Once Amended)**

A system of visualizing a desired view of an object by a user using a computer, comprising the steps of:

an image capture device for capturing images of the object as a sequence of

images;

an encoder for encoding the sequence of images as video having video frames, each video frame tagged with viewing angle information of the corresponding image; and

a visualizer for visualizing the object in 3-D by displaying the frame substantially corresponding to the user's desired view angle,

wherein the image capture device has means for taking samples of the images of the object from a viewing angle of an azimuth angle  $\theta$  in the horizontal plane and an elevation angle  $\phi$  from the horizontal plane.

**40. (Once Amended)**

The system of claim 38, wherein the video is streamed so that the visualization can start as soon as one or more frames have been received.

**41. (Once Amended)**

The system of claim 38, wherein the encoder includes a video compressor for compressing the video.

**45. (Once Amended)**

The system of claim 38, wherein the visualizer includes a look-up-table (LUT) for mapping the view angle to a frame number.

**46. (Once Amended)**

The system of claim 38, wherein the visualizer includes a pre-decoder for pre-decoding the video for fast retrieval.

**47. (Once Amended)**

The system of claim 38, further including an editor for editing the captured images after encoding.

**48. (Once Amended)**

The system of claim 38, wherein the visualizer includes means for manipulating the object while visualizing.

54. (Once Amended)

A program product for enabling a user to visualize a desired view of an object by a user, which can run at a computer to perform the steps of:

- capturing images of the object as a sequence of images according to a particular capturing sequence;
- encoding the sequence of images as video having video frames, each frame tagged with viewing information of the corresponding image;
- storing the video in a database; and
- visualizing the object by displaying the frame substantially corresponding to the user's desired view angle.

57. (Once Amended)

A method for enabling a user to visualize a desired view of an object, comprising the steps of:

- capturing images of the object as a sequence of images according to a particular image capturing sequence;
- encoding the sequence of images as video having video frames, each frame tagged with viewing information of the corresponding image;
- storing the video in a database; and
- sending the video at the request of the user over a network.

60. (Once Amended)

The method of claim 57, further comprising the steps of:

- receiving the video by a user; and